SEGA®

32X™

GENESIS

INSTRUCTION MANUAL

PRIMAL RAGE™



TEEN

T™

AGES 13+

OFFICIAL SEGA® SEAL OF QUALITY

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any invol-untary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TV'S

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis 32X™ cartridge is intended for use exclusively on the Sega Genesis 32X System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1–800–771–3772

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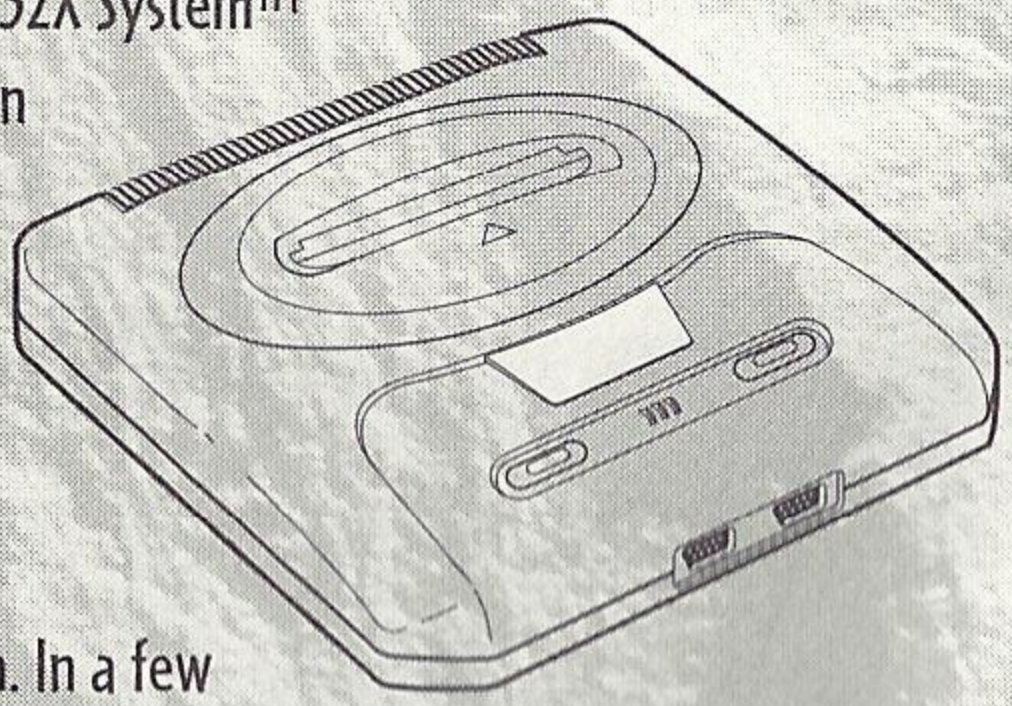
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GETTING STARTED

1. Set up your Sega Genesis 32X System™ as described in its instruction manual.
2. Make sure the power is off, then insert this cartridge into the Genesis 32X Console.
3. Turn the power switch on. In a few moments the title screen will appear.
4. Press the START Button on the Genesis Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.



Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

HANDLING YOUR SEGA GENESIS CARTRIDGE

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- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

PRIMAL RAGE — THE STORY

Eons ago, before humans walked the planet, there was Rage. Life on Earth was complex, as were the instincts of the planet's life-forms. In order to grow and multiply, there was a delicate balance between the desperate need to protect one's own life and the need to feed off the life energy of the others. As these instincts evolved, so did the gods. These gods embodied the spirits of Hunger and Survival, Life and Death, Insanity and Decay, and especially, Good and Evil. They took the form that most suited their needs and fought countless battles on the primordial frontiers of the Earth. Life on Earth slowly multiplied, and the gods became more powerful and their battles more intense. When life had spread to all corners of the Earth, the skies shook and the Earth trembled with the fevered pitch of the god's battles. Dinosaurs were the dominant animals on land, and great forests covered almost all available space. New life forms evolved at a rapid rate, and civilizations emerged.

Then the delicate balance was disrupted. Balsafas, a great wizard from a parallel dimension, recognized the threat Earth would soon pose to the rest of the galaxy. To stop the threat, he planned to destroy the balance between the gods. Lacking the power to kill a god outright, he instead banished one to an isolated rock tomb in the center of the moon. This caused an immediate disturbance in the balance of power, followed by a huge explosion that blanketed the Earth with a huge cloud of volcanic dust. Most of the life on the planet died, and the surviving gods were sent into suspended animation. Now, millions of years later, a meteor collides with Earth, and its destructive fury rearranges the continents and destroys the cities. Humans survive, but technology is wiped out. The fury of the Cataclysms is enough to awaken the imprisoned gods. The gods emerge to find the Earth they knew is gone. It is now the new Urth. The gods are awake, and they are angry. Get ready for Rage!

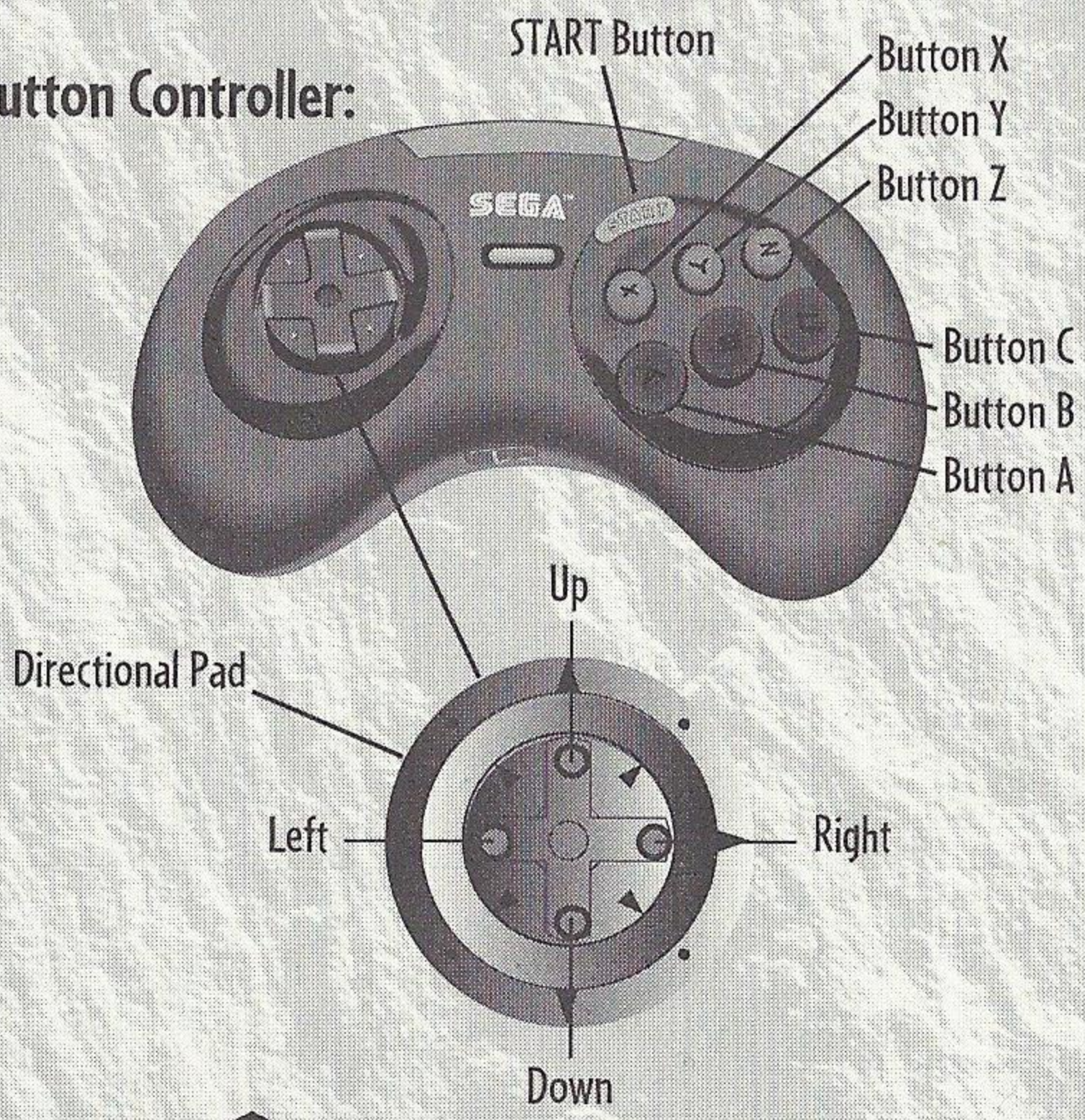
CONTROLLERS

The manual refers to following controls:

3 Button Controller:



6 Button Controller:



CONTROL REFERENCE

Throughout this manual, Dino fighting moves and special moves are referred to in combinations of button pushes and multiple D-Pad directions. Use this reference to refine your button pushes and D-Pad presses.

3-Button Controller:

Start Button = Upper Quick (1)
A Button = Upper Fierce (2)
B Button = Lower Quick (3)
C Button = Lower Fierce (4)

6-Button Controller:

X Button = Upper Quick (1)
Y Button = Upper Fierce (2)
A Button = Lower Quick (3)
B Button = Lower Fierce (4)
Z Button = Nothing
C Button = Nothing
(See **6 Button Pad Configuration**, pg. 9, for Z and C Button Configurations).
Start = Pause

D = D-Pad Down
U = D-Pad Up
T = D-Pad Toward your opponent
A = D-Pad Away from your opponent

For Example: Hold Buttons X+Y and D-Pad T/A=Hold Buttons X+Y simultaneously and Press D-Pad Toward then Away from opponent

Note: Both T(oward) and A(way) D-Pad movement are actually Left and Right directions depentding on which side your opponent is located.

Power Moves

Quick is a quick attack. Fierce is a slower, more damaging attack. For a power move, press **Quick** and **Fierce** simultaneously to attempt more poerful attack.

START/OPTIONS MENU

At the title screen, press the **START Button** to reach the Start/Options Menu. Press the **D-Pad UP** or **DOWN**, then press any button to select one of the following options:

START

When you select this option, you'll reach the game type, where you'll find the following options:

Arcade Game - This option is the game's default setting. Just like the arcade version, players select Dino's and conquer lands for Urth domination.

1 Player Training - Select this option if you want to practice the various bone-crushing moves and dinosaur fighting tactics in the game. When this option is selected, you'll go to the Dino Select Screen (see **DINO SELECT**, pg. 10). Select one of the seven Dinos, then select your opponent.

2 Player Handicap - This option lets you adjust your damage to the level you wish. The default is set at 100%. It can be set anywhere between 50 and 150%. The strategy is to give a less experienced player more power to compete against an experienced player. Experienced players should set the percentage to a lower level, and beginners should set their percentage to a higher level. Press the **D-Pad UP** or **DOWN** to select the percentage for the left or right Player, then press **LEFT** or **RIGHT** to make changes to the strength of your player. As you make changes, the strength of your Dino will be displayed below the percentages.

OPTIONS

Here you can make various changes to your gameplay. At the Options Screen, press the **D-Pad UP** or **DOWN** to move the flashing arrows next to the option you want to change. Press any Button, then press **D-Pad UP, DOWN, LEFT** or **RIGHT** to cycle through or select the choices. Select **"Done"** or **press START** to exit each option. The options are as follows:

Difficulty - You can set the difficulty level from **1** (easiest) to **16** (most difficult). Default is **10**. As you improve your fighting skills, you can set the difficulty level at a higher setting.

Number of Credits - This option lets you to set the game to allow from 1 to 10 game credits (continues). As you improve at Primal Rage, you can set this option to a lower setting and create an even greater challenge.

Number of Rounds - Here you can set the number of rounds you'll fight before the winner is determined. Select **5** for a best three out of five, **3** for a best two out of three, or 1 for a one time winner-take-all rage. If both players have an equal number of wins and tie in the final round, the game will go into Sudden Death. If there is tie in Sudden Death, both players lose the battle.

Round Time - Each bout has a set time in which the winner must be determined. You can set the game's bout time according to the level of challenge you desire. The round time can be set from 30 to 80 seconds in 5 second increments. The default is 55 seconds. As you improve your fighting skills and accomplish quicker kills, you can set this option lower to put the pressure on you and your opponent.

Gore Switch - Select **GORE ON** or **GORE OFF** (default GORE ON). If GORE OFF is selected, there is no blood, eating people or Fatalities. This includes the refuel round that occurs before the Final Battle in the 1 Player Game. Instead of refueling, you will receive an additional 50% power to your Life Blood Bar.

3 Button Pad Configuration - Press the **D-Pad LEFT** or **RIGHT** to cycle through the various choices and make adjustments to your button configuration. The new configuration will be displayed. When you find the setting you like, select **"Done"** to return to the Options Menu.

6 Button Pad Configuration - Press the **D-Pad LEFT** or **RIGHT** to cycle through the various choices and make adjustments to your Button configurations. The Six Button Controller can be configured so that you can make the Z or C Button activate one of three special moves (see your chosen Dino's profile for the special moves). The new configuration will be displayed. When you find the setting you like, select **"Done"** to return to the Options Menu.

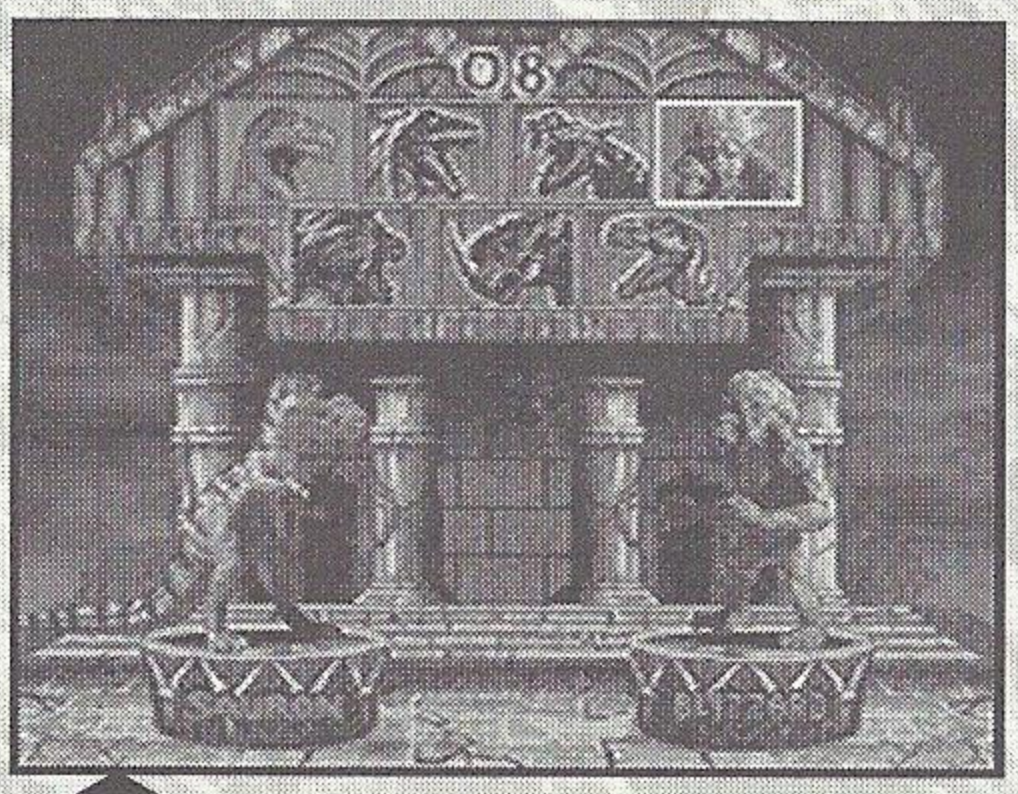
Reset High Score Table - Choose either **"Abort!"** or **"Do It!"** (default **"Abort!"**). If you select Do It!, the game will reset the High Score Table. Select **"Abort!"** if you change your mind and want to leave the scores as they are.

Restore Factory Default - Select this option when you want to return all options to there default settings. Choose either **"Abort!"** or **"Do It!"** (default **"Abort!"**). If you select **"Do It!"**, the game will restore to the Factory Default. Select "Abort!" if you change your mind and want to leave the settings as they are.

Done - When you've finished making changes, select this option to return to the Start/Options Menu.

DINO SELECT

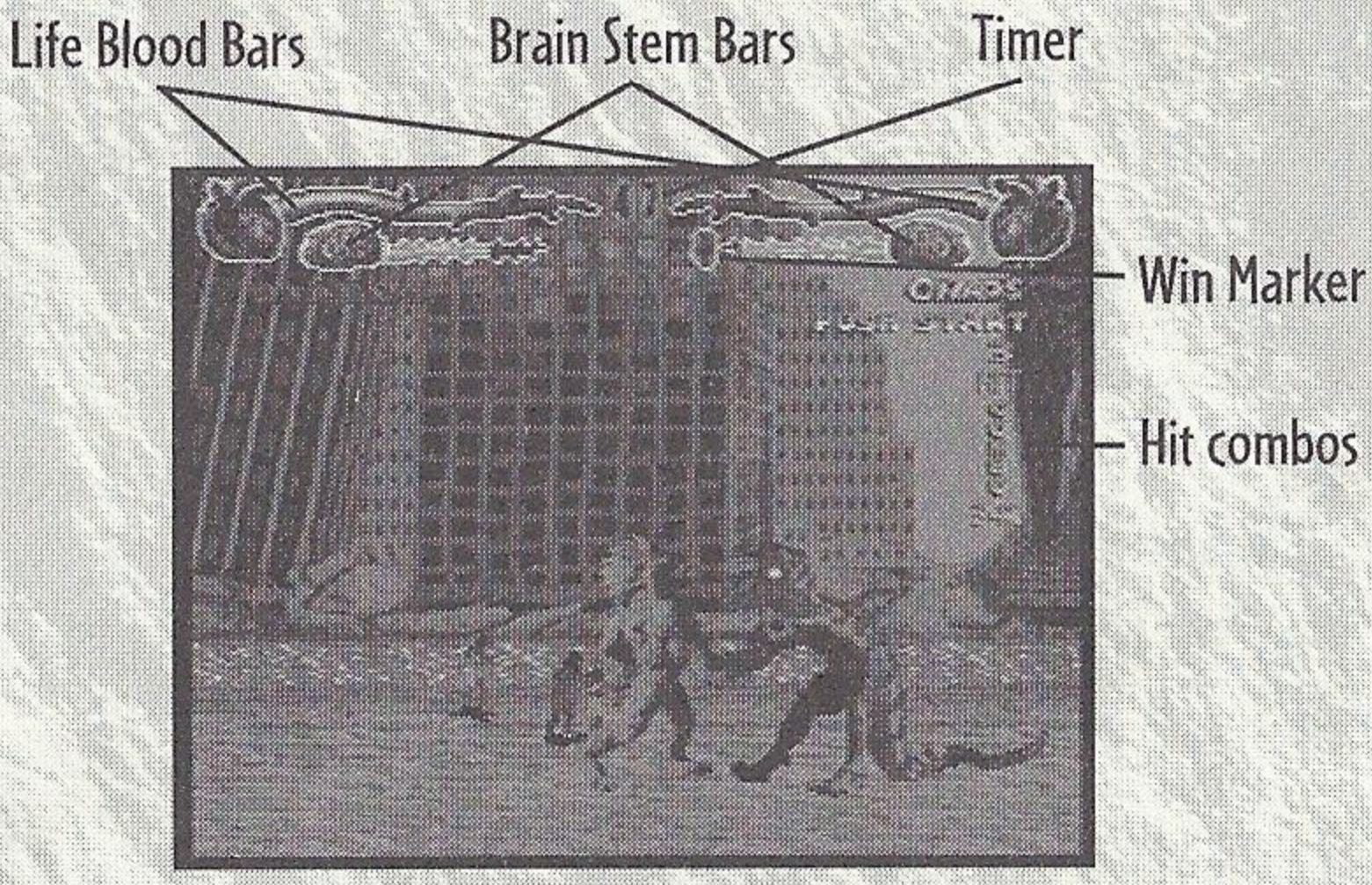
Here one or two players can then select one of the seven available dinosaurs to fight for Urth domination. In 1 Player mode, you'll face each of the other 7 dinosaurs in their home territory. With 2 Player mode, you'll both battle for Urth domination until one player conquers all lands. After you've selected your game type and set your options, you'll need to select your character. Press the **D-Pad LEFT** or **RIGHT** to highlight the Dino you want, then press the **START Button** to make your selection. A Dino match-up screen will appear, then you'll begin the Rage.



MAIN RAGE SCREEN

Now that the preliminaries are over, get ready to Rage! The main Rage screen displays each dino's name, a red Life Blood Bar, a yellow Brain Stem Bar and a Timer. Various other functions appear on-screen during each Rage. Read the following to familiarize yourself with *Primal Rage:*

RAGE!



Life Blood Bar - The red life Blood bar is displayed above your dino's name in the upper right or left side of the screen. This bar diminishes as you take on damage, and the match ends when one Dino's bar has been depleted.

Brain Stem Bar - This yellow bar is located directly above your dino's name and indicates your Dino's brain strength. When the yellow bar is depleted, you Dino will appear dazed and vulnerable- but not beaten. You can snap out of the daze either by moving the **D-Pad** quickly **LEFT** and **RIGHT**, or when your opponent nails you with one of the various moves.

The Timer - There are various time settings you can set your Rage to (see **ROUND TIME**, pg. 8). Each bout is timed. When the timer winds down to 10 seconds, the remaining seconds will begin to beep. This is your warning that the match is about to end. If time runs out before a Dino is beaten, the earth will lift both combatants into the air. The Dino with the most life remaining will win the Rage.

Win Icon - Each time you win a bout, an icon will appear on the winner's side under the timer. Depending on how you have set rounds (see **NUMBER OF ROUNDS**, pg. 8), the winner of the bout will have to accumulate 1, 2, or 3 icons.

Hit Combos - During each rage, Dinos can inflict heavier damage to their opponent with multiple hit combos. The more hit combination moves you connect on, the heavier the damage you'll inflict. When you put a nice hit combo together, it will appear on your side of the screen (left side for Player 1, right side for Player 2).

DOMINATION OF THE URTH

Each time you win a Rage in Normal Game mode, the Urth Screen appears and tells you what portion of the world you have conquered. Continue to win your Rage bouts until you have conquered all lands. Once you have conquered the Urth, your chosen Dino will take on all other Dinos one-at-a-time in The Final Battle Ground (difficulty 10 or higher only). There is no timer, and your Life Blood Bar is not reset, so you'll have to dispose of your enemy as quickly as possible. If you have set the game to allow continues, you may choose to continue the game if your Dino is beaten.



REFUELING

In the 1 Player mode, with a difficulty level of 10 or higher and Gore set On (see **GORE SWITCH**, pg. 9), you will need to refuel your dino for the final battle. This process takes place only after you've defeated all other dinosaurs. To refuel, you will have to eat as many worshippers as possible in 20 seconds.

DINO PROFILES AND MOVES

Read the following profiles to get familiar with each of the dinosaurs available in Primal Rage. Button references in each profile are listed as numbers. Numbers 1 through 4 refer to buttons on your 3 and 6 Button controllers. (See **CONTROL REFERENCE**, pg. 5, for a rundown of D-Pad and controller button descriptions).

Each dino's special move is numbered (e.g. sp. 1). When configuring your controller (see **3 AND 6 BUTTON PAD CONFIGURATION**, pg. 9), refer to the special move's number to configure the special moves.

ARMADON

For over a million years, Armadon dwelled in his cave beneath the Earth's crust, telepathically linked to the biomass. The Cataclysms and the battles for supremacy over the changing planet tortured him. Now, he has risen to settle things once and for all.

Basic Moves:

Basic Moves:

Button 1 = Upper Snout Gouge

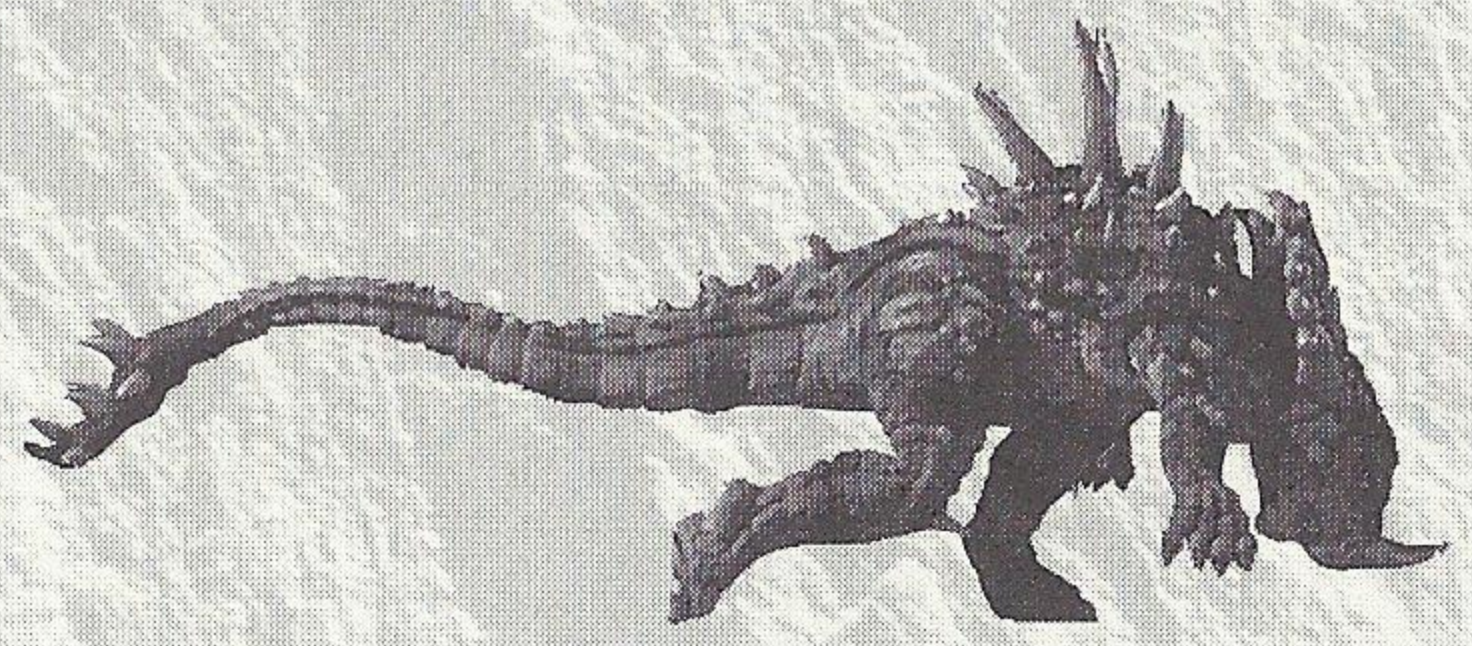
Button 2 = Tail Whip

Button 4 + D-Pad DOWN = Overhead Tail Whip

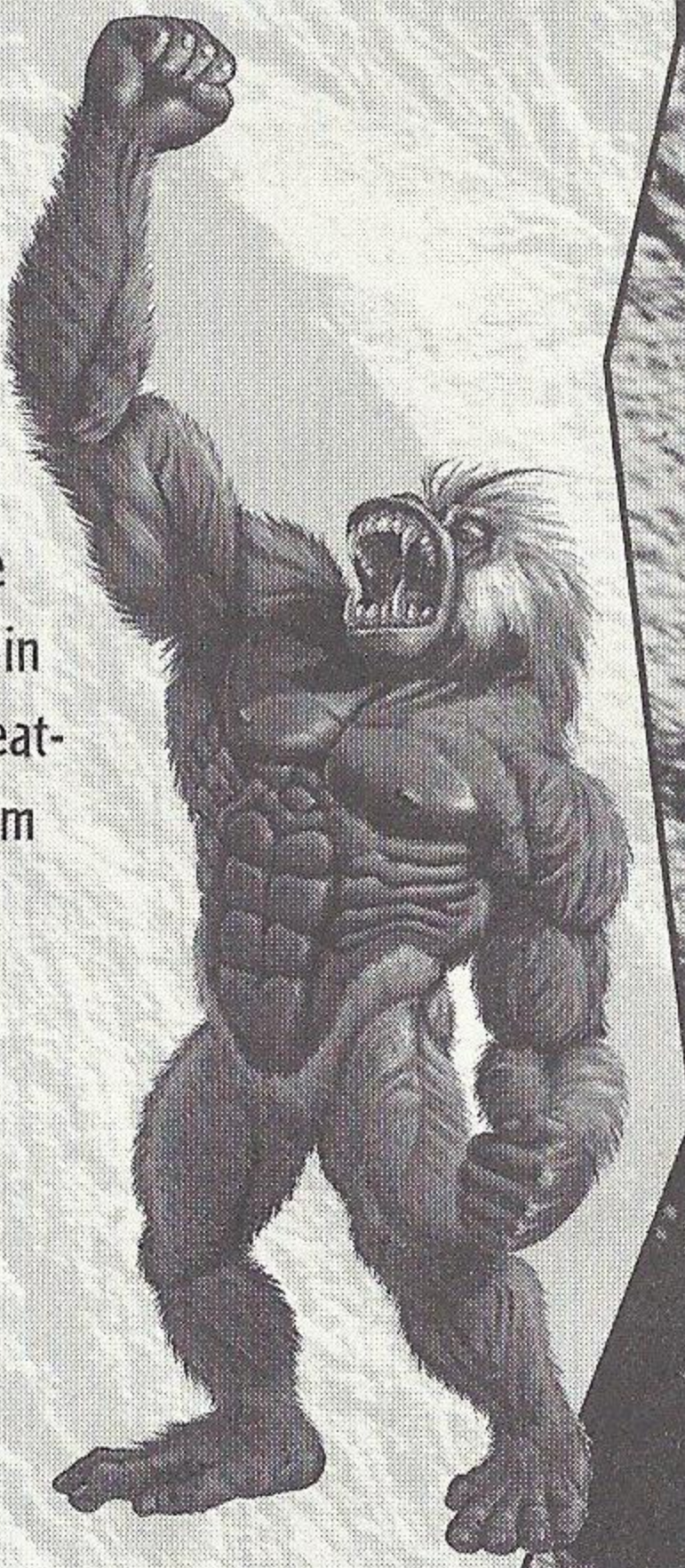
Button 2 + D-Pad DOWN = Deep Upper Snout Gouge

Button 4 + D-Pad UP = Jumping Tail Whip

Button 2 + D-Pad UP = Jumping Snout Gouge



BLIZZARD



Blizzard is a noble god, the essence of the animal spirit. Frozen for millennia at the heart of an immense glacier in the Himalayas, Blizzard was released when the Earth met the Great Meteor. He lived high in the mountains, descending only when threatened. His animal power and age-old wisdom makes him almost unstoppable.

Basic Moves:

Button 1 = Right Jab
Button 2 = Right lower punch
Button 3 = Uppercut
Button 4 = Left Uppercut
Button 4 + D-Pad DOWN = Leg Undercut
Button 1 + D-Pad UP = Flying Elbow
Button 4 + D-Pad UP = Flying Kick

CHAOS

Chaos, the mightiest witch doctor on the first continent, wanted to control the evolution of humanity. During his power quest, he cast a mighty spell that backfired and turned him into a foul, disgusting beast, forced to wallow in his own filth for eons. During the Cataclysm, Chaos prayed to Throshti, god of Carrion, for release. To restore his greatness, he must defeat all his enemies. When his task is completed, Chaos will regain control of his life and lead his tribe to greatness.

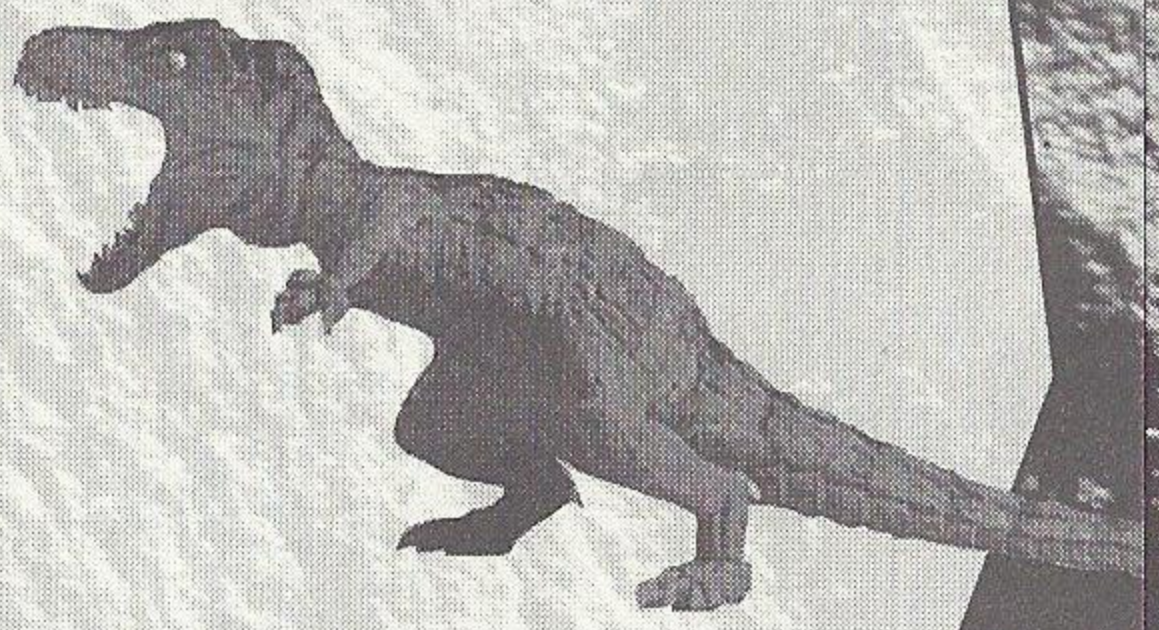


Basic Moves:

Button 1 = Left Jab
Button 2 = Right Cross
Button 3 = Low Punch
Button 4 = Right Head Bash
B Button = Uppercut
C Button = Overhead Smash
Button 4 + D-Pad DOWN = Leg Undercut
Button 1 + D-Pad UP = Flying Elbow
Button 4 + D-Pad UP = Flying Kick

DIABLO

Diablo is evil in its purest form. He was released from a fiery prison deep within Earth, to which he was drawn by the pain and torment caused in the great Cataclysms. When he has conquered the planet, he will live just to torture it. If none are left to oppose him, he will burn the entire planet, sparing only the cruel and vicious.



Basic Moves:

Button 1 = Straight Chomp
Button 2 = Quick Jab Chomp
Button 3 = Right Leg Rip
Button 4 = Tail Whip
Button 1 + D-Pad DOWN = Low Chomp
Button 4 + D-Pad DOWN = Low Tail Whip
Button 2 + D-Pad UP = Jumping Lunge Chomp
Button 4 + D-Pad UP = Jumping Kick

SAURON

Sauron is the god of Hunger. When he was released from his sleep of ages by the catastrophe, his instinct forced him to devour human flesh to remain immortal. The hungry hordes of humanity worshipped him, but lived in fear of his presence. Because many humans sought refuge with other rulers of the planet, Sauron must now defeat the others and feast on their followers.

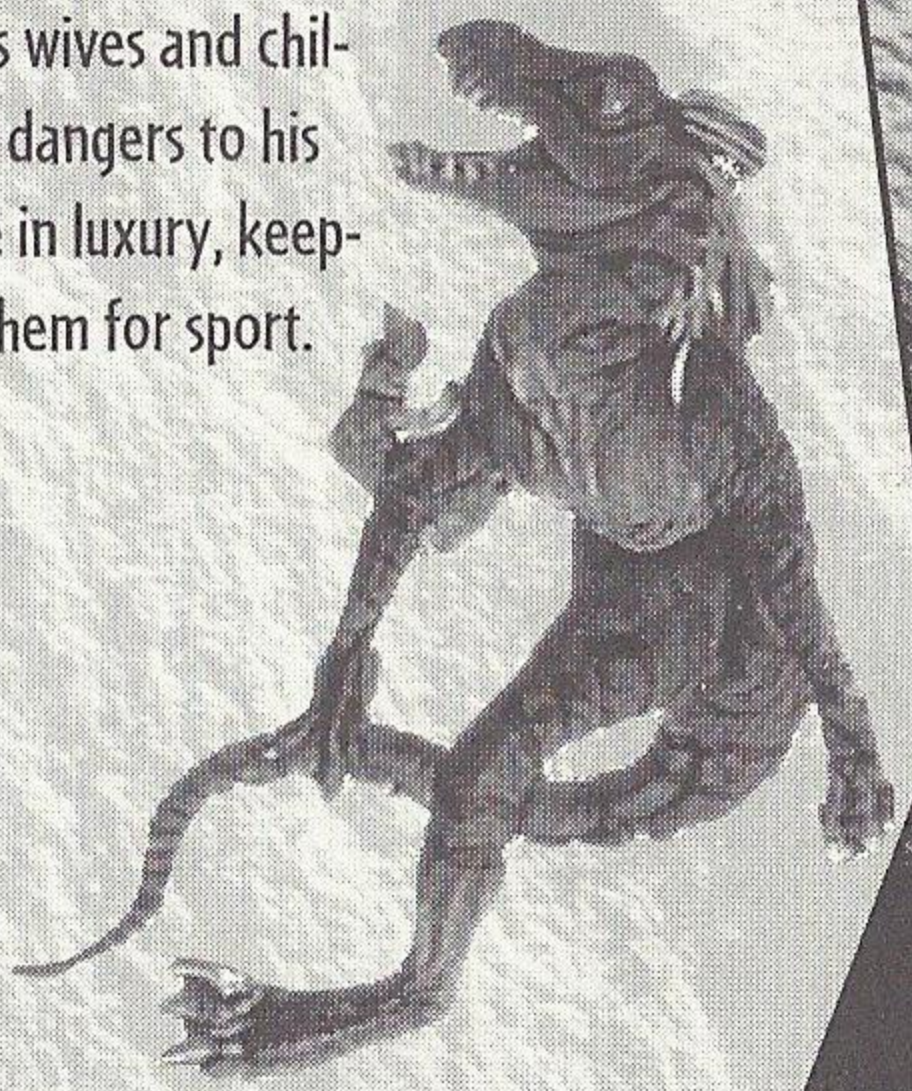


Basic Moves:

Button 1 = Straight Chomp
Button 2 = Lunge Chomp
Button 3 = Right Leg Rip
Button 4 = Tail Whip
Button 2 + D-Pad DOWN = High Face Chomp
Button 4 + D-Pad DOWN = Low Tail Whip
Button 2 + D-Pad UP = Jumping Lunge Chomp

TALON

Talon was the great chief of the Raptor Clan on a hidden South Pacific island for eons. When the Great Meteor rearranged the continents, Talon's island came in contact with the mainland. Wanting to ensure the safety of his wives and children, Talon set out to eliminate all dangers to his clan's welfare. Talon prefers to live in luxury, keeping humans as cattle and hunting them for sport.



Basic Moves:

Button 1 = Left Slash
Button 2 = Upper Chomp
Button 3 = Slash Kick
Button 4 = Round House Slash Kick
Button 3 + D-Pad DOWN = Sliding Undercut Slash
Button 4 + D-Pad UP = Jumping Kick Slash
Button 2 + D-Pad UP = Jumping Slash Attack

VERTIGO

Long ago a sorceress named Vertigo appeared from another dimension. In a great magical battle during the Mesozoic Wars, Vertigo was banished to the moon by the arch-mage Balsafas. The meteor crash weakened the old shields enough for Vertigo to return and enslave the planet once again. Once victorious, she plans to enslave hordes of humans and have them build an insane palace in multiple dimensions.



Basic Moves:

Button 1 = Jab Chomp
Button 2 = Lunge Chomp
Button 3 = Tail Whip
Button 4 = Snap Tail Whip
Button 1 + D-Pad DOWN = Low Jab Chomp
Button 2+ D-Pad DOWN = Low Lunge Chomp
Button 3 + D-Pad UP = Jumping Tail Whip
Button 4 + D-Pad UP = Jumping Tail Jab

HIGH SCORES

If you're good enough to make the top ten scorers, the High Score Screen will appear. Press the D-Pad LEFT , RIGHT, UP or DOWN to scroll through the available letters, then press a Button to select the letter. When you have selected your third letter (or 18 letters if you have the top score), select End to save the entry.

CREDITS

Original Coin-Op Development

Producer and Programmer:	Dennis Harper
Programmer/Designer:	Frank Kuan
Art Director:	Jason Leong
Game Designer:	J. Cameron Petty
Audio Designer:	Jeanne Parson
Associate Producer:	Steve Riesenberger

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Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

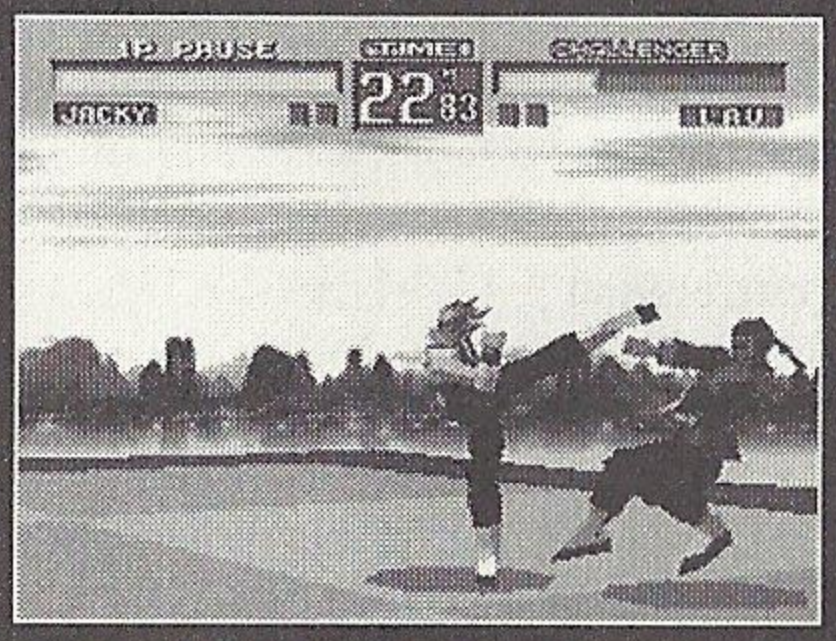
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For French instructions, please call:
Instructions en francais, telephoner au: 1-800-872-7342

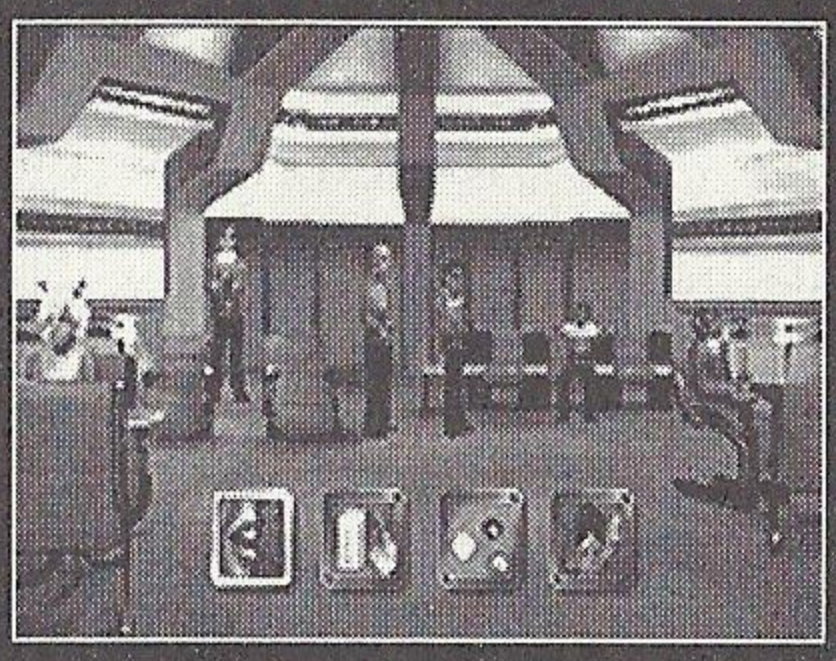
ALSO AVAILABLE ON 32X



KOLIBRI™



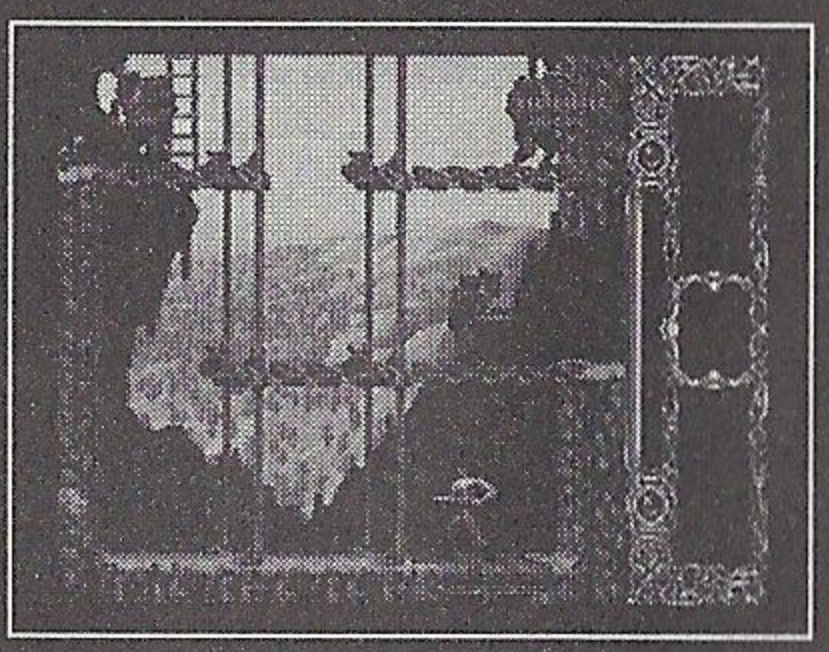
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